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# Ultima<sup>TM</sup> Underworld<sup>TM</sup>

## The Stygian Abyss<sup>TM</sup>



**z!0Soft<sup>TM</sup>**

FROM THE MIND OF TODD MCFARLANE

# Ultima Online™

## LORD BLACKTHORN'S REVENGE



### If You Loved Underworld...

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Blood and Gore, Violence



The content of this game may change due to interactive exchanges.

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# Ultima™ Underworld™

## The Stygian Abyss™

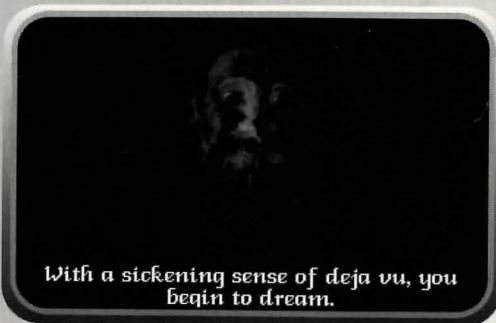
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## I. The Story

The following excerpt was taken from the scroll *Memoirs of Cabirus*. The full version can be found on our website at [www.ziosoft.com](http://www.ziosoft.com)



"...This volume came into our possession only recently, though it was penned decades ago. The chronicler is one Corby, scribe to Cabirus whose life was devoted to the doomed experiment on the Isle of the Avatar. In this record, you will be able to learn first-hand of the events that lead to the creation of the Stygian Abyss and the fate of its inhabitants. At this time, we will make some historical clarifications.

Firstly, there have been many suspicions about Sir Cabirus' death. These we wish to put to rest. Corby's scrawled notes testify that his master died in his sleep, in an ordinary though untimely manner. There is no evidence whatever to support rumors of murder by poisoning or strange magic. Such unfounded speculations apparently helped to stir up the discord that led to the downfall of the Abyss Colony.

Secondly, there is the matter of the theft of the eight mystic devices that Cabirus collected before his death. It was Cabirus' plan to cement the

harmony of his settlement by presenting each of these artifacts to a different group or faction within his community. Unfortunately, he did not leave a guide as to how distribute these items. This caused great disagreement among the colonists, and certain factions seized those objects that they believed Cabirus meant for them. Even the grave of Sir Cabirus was desecrated by colonists hungry for treasures. What follows is a description of the eight devices:

Book of Truth: Said to have been penned by Ravenhurst of Moonglow, a great philosopher of the past age, this book contains meditations on the meaning of life, the importance of truth, the fallibility of the senses, and the difficulty of seeing even what is directly adjacent to one's mustache.

Ring of Humility: This simple ring was worn by Bill, the humble son of Jenn. Bill labored at Lord British's Museum of Oddities to repair and preserve the exhibits, yet never asked for reward.

Cup of Wonder: This object was carved from the heartwood of an ancient oak by one of the finest craftsmen of Skara Brae.

Shield of Valor: Once carried by Lord Blackthorn, this shield was set aside when that noble ascended to the rulership of Britannia upon the kidnapping of Lord British. Therefore, it is symbolic of valor, which Blackthorn also set aside when he became regent.

Standard of Honor: This banner was carried by none other than Sir Geraci, who was slain at Lord British's side during the ill-fated expedition to the Underworld. Though Geraci could have saved himself by fleeing, he instead upheld his oath to serve his king until death.

Sword Caliburn: Reportedly molded after a legendary sword from the world of the Avatar, this weapon is said to cleave truth from falsehood.



***Taper of Sacrifice:** Crafted by the finest artisans of Minoc, this candle was once used to illuminate the Shrine of Sacrifice. We are told that none may bathe in the light from this taper without appreciating this truth: That the candle produces light only through its own destruction.*

***Wine of Compassion:** Brewed by the brethren at Empathy Abbey, this noble vintage is said to open one's heart to the suffering of others.*

*Thirvoly, we must warn all to avoid the Stygian Abyss. Without Sir Cabirus to guide them, the colonists warred amongst themselves. Contact with the subterranean community has been lost for many years, and we fear that there are no human survivors."*

~ Corby

## 2. Objective

The Baron Almríc's daughter, Arial, has been kidnapped by a troll. You are implicated as an accomplice and wanted by the authorities. To prove your innocence, you must find and rescue the maiden from the Stygian Abyss.

Once inside the Abyss, you are flooded with visions and messages from Cabirus that introduce you to an even greater quest: Before he died, it was Cabirus' dream to restore peace within the Abyss. To do this, you must gather Cabirus' eight Devices that are hidden throughout the Underworld. Corwin, one of the Baron's guards, is sent to lock you in. From now on, it is only you...

*Hint: Maps, tips, walkthroughs, and other useful information can also be found at our website, [www.ziosoft.com](http://www.ziosoft.com)*



## 3. Game Play

### 3.1 Starting the Game

The first time you play the game, tapping the *Ultima Underworld* icon takes you to the title screen, followed by an introductory sequence. Tap or Press any key to bypass these screens and go straight to the main menu.



### 3.2 Main Menu

The main menu has four options: Introduction, Create Character, Acknowledgements, and Journey Onward. To select one of these options, tap it with your stylus. The first time you play, you must choose the "Create Character" option.

**Introduction** shows the introductory scene, allowing you to watch it whenever you want. When the introduction is over, you automatically return to the main menu. (Tap the screen or press any buttons to exit the scene at any time.)

**Create Character** lets you create a character by picking the gender, class, and portrait, as well as several skills. Follow the instructions as you fashion the type of hero you wish to guide through this adventure. When you are finished creating a character, you automatically return to the main menu.

*Hint: See "Creating a Character" on page 6.*

**Acknowledgements** lists the people who created *Ultima Underworld*. When you have seen all the credits, you return to the main menu.

**Journey Onward** starts the game. If you have any saved games, a list of these appears and you can select the one you want. To select a saved game, move the arrow-shaped pointer to the name of the game you wish to play and click any button. If you are using a stylus, simply tap the screen with your stylus.



### 3.3 Creating a Character

Through the choices that you make at this time, you fashion the type of hero you wish to guide through this adventure. Each option is represented by a button. To make a choice, use the stylus to tap on the option button you want to select. The choices you must make are as follows:



**Player Gender:** Male or female.

Controls whether your Avatar is a man or a woman, and which portraits you may select later. Gender has no effect on your character's strengths or abilities.

**Select Handedness:** Right or left. Determines which hand you use to hold your primary weapon and which is your shield-hand.

*Hint: When viewing your character on the screen, the hand to your right is his left hand and the hand to your left is his right hand.*

**Class:** This determines the skills that will come naturally to you.

- Fighter** . . . . .A warrior, trained in the military arts since youth.
- Mage** . . . . .One born with the ability to cast spells.
- Bard** . . . . .A traveling entertainer, perhaps a storyteller or a musician.
- Tinker** . . . . .A skilled craftsman, particularly in the repair of weapons and armor.
- Druid** . . . . .The guardian of the woodlands, capable in both combat and magic.
- Paladin** . . . . .A warrior who also has some grasp of the arcane art of spell casting.
- Ranger** . . . . .A woodsman, skilled at tracking, hunting and fighting.
- Shepherd** . . .The resourceful sheep-tender is often a jack-of-all-trades.

**Pick a Skill:** Your character description includes several skills — abilities you have practiced and honed. Many of these skills come automatically, as a result of the character class you choose. (For example, all Mages can use magic so they all begin with Casting and Mana skills.) In addition to innate skills, you are asked to select certain skills unique to your character. For instance, you may give your Fighter the sword skill, or you may choose axe, mace, missile weapon, or unarmed combat skill. When the skill selection list appears on the right-hand side of the screen, tap on the skill you want for your character. For now, pick skills that sound

useful and interesting. Later, you can consult the skill list and create carefully honed characters.

**Portrait:** Select the appearance of your character by tapping on one of the five pictures that appear on the right-hand side of the screen.

**Difficulty:** Standard or Easy. In easy mode, monsters and hostile characters are less dangerous and are easier to defeat than in standard mode.

*Hint: You can't change the difficulty level after you begin playing. To change the difficulty level, you must begin a new game.*

**Name:** Give your character a name by typing in the name of your choice. Tap the <ENTER> key when done.

**Keep This Character:** Finally, the game asks you whether or not you want to play the game with the character you have just designed. If this character is acceptable, answer "yes." Otherwise, select "no" and you start this process over.



Once you finish designing your character, you automatically begin the game. (If you have previously played *Ultima Underworld*, you will be presented with a choice of up to four different starting places — these are games you previously "saved.")

### 3.4 Saving Your Character

Before you do anything else, save the game. If you die before saving, you will have to go through the character creation process again.

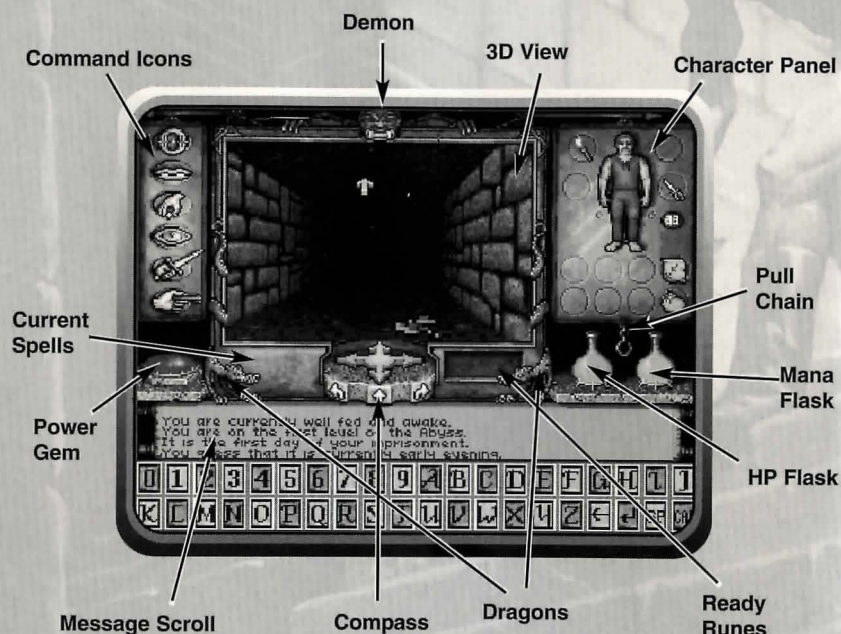
First, tap on the "O" icon (for "Options") in the Command Icon window. When the option list appears, tap "Save Game." Tap on the Roman numeral "I" icon. When the words "not used yet" appear in the message scroll, type in a name for your saved game and tap <ENTER>. When the option list reappears, select "Return to Game. You are now ready to begin exploring."



### 3.5 Main Game Screen

When you Journey Onward, the main game screen appears. Consult the illustration below for an overview of the major features of this screen:

**3D View Window:** This shows the first person view of the dungeon scene. Use the direction keypad or tap on the 3D window to move around. Tap with your stylus to initiate an action (i.e. using a door, talking to a monster). This window will shake if you are damaged, and red out when you are critically hit.



**Demon:** The Demon's eyes glow when you cast a spell successfully.

**Character Panel:** Shows items in your inventory, your vital statistics, and your collection of runes. On these panels, your stylus performs the action specified by the command icon selected; the stylus is also used to select, move or use an object.

**Pull Chain:** Tap here to flip from one aspect of the character panel to another. One view will show all that your character is carrying. The other view will show your statistics, including skill level.

**HP and Mana Flasks:** Shows your current HP or Mana as compared to your max. If the HP flask is green you are poisoned.

**Ready Runes:** Tap here to cast the spell based on the runes showing.

**Compass:** Indicates the direction you are facing. The red dot always faces north.

**Dragons:** They cackle when you are winning a fight and cringe when you are in danger.

**Message Scroll:** The results of your commands as well as other messages are displayed here.

**Power Gem:** The gem glows red, then yellow, and then green as you put more power into a swing.

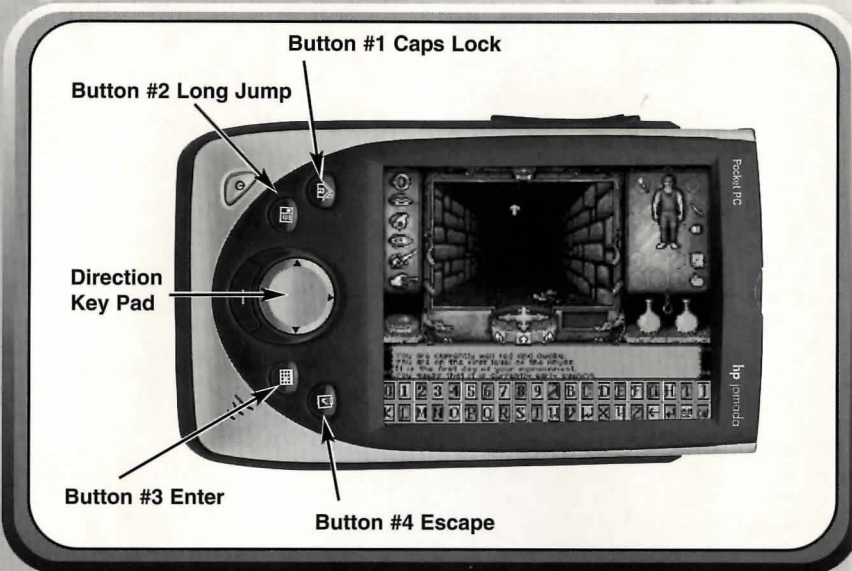
**Current Spells:** Icons displayed here represent spells you have active, if any.

**Command Icons:** Allows access to the option panel and allows you to Look, Get, Use, Fight or Talk by tapping the appropriate icon.



### 3.6 Movement

To move in the Underworld, press the direction pad or tap and hold on the 3D window. The shape of the cursor and its distance from the center of the window determine your movement. The further from the center your cursor is, the faster you move.



**Up Arrow:** Move forward.

**Curved Arrows:** Turn right or left while moving forward.

**Sharply Curved Arrows:** Turn right or left with no forward movement.

**Horizontal Arrows:** Sidestep right or left.

**Down Arrow:** Move backwards.

**Easy Move Mode:** Below the compass at the bottom of the view window are three arrows — a curved arrow pointing left, a straight arrow pointing up and a curved arrow pointing right. Tap on one of these arrows and you will

automatically move forward 10 feet in the direction indicated. Though less realistic than “normal” movement through the dungeon, using the arrows can be easier and more precise. If you have difficulty maneuvering, try using this “Easy Move” mode for awhile.

**Jump:** To jump, press button #2.

### 3.7 Action and Interaction

The stylus is used to interact with people, creatures, and items in the underworld. The actions you take are determined by the command icon you select. Note: If no icon is selected, the default is Look.



**Game Options:** Tap on this icon to bring up a list of game-related functions.



**Save Game:** Save your current game. Always save before ending a game session or you will lose any progress you made since your last save. You can have up to four saved games at any given time.



**Restore Game:** Begins the game at the point you saved. Tap on the saved game you wish to restore and you can pick up play where you left off.



**Music:** Toggle music on or off.



**Sound:** Toggle sound effects on or off.



**Detail:** Increase or decrease the level of graphic detail (higher settings will affect game speed).



**Return to Game:** Tap here to resume play when you're done selecting options.



**Quit Game:** Returns you to Windows.





**Talk Mode:** To begin a conversation, tap this icon and then tap the creature you want to talk to.

**Get Mode:** To pick up an object, tap this icon and then tap the object you want to pick up.

**Look Mode:** To examine an object or search for one that's hidden, tap this icon and tap the area or object at which you want to look.

**Fight Mode:** To begin combat (or ready yourself, just in case), tap this icon. To attack, tap and hold – the attack will be unleashed when you release the stylus. See Section 3.8 for more info.

**Use Mode:** To use an object, tap this icon and then tap the object you wish to use. Some objects (keys, for example) require a target – tap the Use Mode icon and then tap the object you wish to use, drag the first object over the "target" object and tap once more. (For example, to use a key, tap the Use Mode icon, tap the key and drag the key over a locked door. Tap once more and you unlock the door.)

### 3.8 Combat

In fight mode, the stylus controls the swing of your weapon. You must hold down the stylus until the weapon is drawn back before you can release the attack. Once the weapon is drawn back, the power gem will begin to brighten, indicating how much power you are putting into the attack. When this gem twinkles, your power is maximized. Releasing the stylus causes the weapon to swing.

**Bash:** Tap with your stylus when the cursor is high in the view window to bash a foe.

**Slash:** Tap with your stylus when the cursor is in the middle of the view window to slash a foe.

**Thrust:** Tap with your stylus when the cursor is low in the view window to thrust at a foe.



### 3.9 Conversation Screen

If you choose to speak with a character you encounter, a large conversation scroll appears in the middle of the screen. Below the large scroll is your message scroll. Above and to the left of the large scroll is a portrait of the character with whom you are speaking and, above that, the character's name. To the right of the character's portrait is his "barter area." To the right of that is your barter area and your own character's portrait and name.



**Selecting Responses:** The choice you make determines how the other character feels about you (friendly, angry, actively hostile, etc.) and what he says next, if anything. To leave the conversation and return to the main game screen, tap with your stylus or press any button.

**Bartering:** Many inhabitants of the Underworld have equipment and food they are willing to part with in exchange for things they need. Bartering is an important skill, one you will want to hone as you explore the depths. The barter areas (the tables upon which traders display their wares) look just like normal inventory slots. If you want a trading partner to see an item you wish to trade, you must put it in one of the circles in your barter area.

Placing an item in the barter area automatically lights the dot next to the item. A lit dot indicates an item that is available for trade. Tapping on the item toggles the lit dot off, removing the item from consideration in a trade. Tap on the items you want to trade for in the creature's barter area and do the same for the items you are offering to trade in your barter area. Then, offer the deal to the character by tapping on a menu line that says something like "I offer you this trade." If he accepts your deal, the items you offered will disappear into his inventory.

*Hint: For more information regarding Bartering, refer to the Player's Guide on our website, [www.ziosoft.com](http://www.ziosoft.com)*



### 3.IO Magic

With a rune bag and some rune stones, you may be able to cast spells — even if you aren't a mage. The amount of Mana you have and your Casting skill level determines how successful you can be with magic.

**Preparing a Spell:** Before you can cast a spell, you must prepare it. Try to anticipate your needs and have a spell (like Resist Blows) ready for use in an emergency or keep a common spell (perhaps Light) ready simply because you expect to use it repeatedly. To prepare a spell, open your rune bag. Go to the inventory section of your character panel, and tap the rune bag. This causes the character panel to flip, revealing the Rune Panel. The rune stones are shown here in alphabetical order, with empty squares representing stones you haven't yet collected.

























**Rune Shelf:** Take note of the empty rectangle just to the right of your compass — this is the Rune Shelf, where your readied spell is displayed. Tapping on any stone on the Rune panel causes that stone to appear on the shelf. When all of the stones necessary to cast a spell are on the rune shelf, the spell is considered prepared.

**Necessary Rune Stones:** The rune stones you find in the pack are Bet, In, Lor and Sanct (B, I, L and S). The spell tables in this booklet reveal that these stones can be used to cast three spells: Light (using I and L), Resist Blows (B, I and S), and Conceal (B, S and L). However, Conceal is a spell of the Third Circle, so it is beyond the ability of a beginning mage — the other two spells, being of the First Circle, are possible. In addition to the Bet, In, Lor and Sanct runes, you already had Ort and Jux (O and J). With these, you may also be able to cast the Magic Arrow spell (O, J) and, when you reach a higher level, the Rune of Warding spell (I, J).

**Casting a Spell:** All that is necessary to cast a prepared spell is to tap on the runes on the Rune Shelf, regardless of whether your rune bag is open or closed. If you have the required Mana, and the correct runes on the shelf, the spell will eventually work — but the number of attempts required will depend on your character's Casting skill level. The higher your level, the better your chance of succeeding at a spell. Characters with lower Casting ratings may have to try over and over in order to get a spell to work. Fortunately, there is no penalty for a casting failure unless the spell backfires — a rare occurrence. (If you make a mistake, you can erase the Rune Shelf by tapping on the symbol at the bottom of the Rune Panel. This represents the rune stones being replaced in the rune bag.) Once a spell is successfully cast, the Blue Flask drains to reflect the amount of Mana used up.

### 3.II The Runes of Magic

This alphabet is the key to casting your spells successfully.

			
AN Negate	BET Small	CORP Death	DES Down
			
EX Freedom	FLAM Flame	GRAVE Energy	HUR Wind
			
IN Cause	JUX Harm	KAL Summon	LOR Light
			
MANI Life	NOX Poison	ORT Magic	POR Movement
			
QUAS Illusion	REL Change	SANCT Protection	TYM Time
			
UUS Raise	VAS Great	WIS Knowledge	YLEM Matter

Hint: For more information regarding Magic, refer to the Player's Guide on our website, [www.ziosoft.com](http://www.ziosoft.com)



## 4. Spell List

These spells were taken from The Eight Circles of Runic Magic.

### The 1st Circle

#### Create Food

Incantation: In Mani Ylem [IMY]  
Effect: Causes a fine bounty of food to appear.  
Type: Permanent

#### Light

Incantation: In Lor [IL]  
Effect: Illuminates a darkened area.  
Type: Duration

#### Magic Arrow

Incantation: Ort Jux [OJ]  
Effect: Fires a magic arrow at opponent.  
Type: Targeted

#### Resist Blows

Incantation: Bet In Sanct [BIS]  
Effect: Has the same effect as wearing a suit of head-to-toe armor.  
Type: Duration

#### Stealth

Incantation: Sanct Hur [SH]  
Effect: Briefly prevents you from making any noise, making it less likely that creatures will notice you.  
Type: Duration

### The 2nd Circle

#### Detect Monster

Incantation: Wis Mani [WM]  
Effect: Reveals the presence of hidden or unperceived enemies.  
Type: Instantaneous

#### Lesser Heal

Incantation: In Bet Mani [IBM]  
Effect: Heals the caster's minor wounds.  
Type: Instantaneous

#### Cause Fear

Incantation: Quas Corp [QC]  
Effect: May cause an opponent to lose heart and flee.  
Type: Instantaneous

#### Slow Fall

Incantation: Rel Des Por [RDP]  
Effect: Briefly allows you to float in the air like a feather.  
Type: Duration

#### Rune of Warding

Incantation: In Jux [IJ]  
Effect: Places an enchantment in an area which will report if anything disturbs it.  
Type: Permanent (until disturbed)

### The 3rd Circle

#### Conceal

Incantation: Bet Sanct Lor [BSL]  
Effect: Briefly obscures you, so you might remain unseen.  
Type: Duration

#### Speed

Incantation: Rel Tym Por [RTP]  
Effect: Slows down enemies, so that you might escape.  
Type: Duration

#### Night Vision

Incantation: Quas Lor [QL]  
Effect: Allows you to see without benefit of torch or candle.  
Type: Duration



**Lightning**

Incantation: Ort Grav [OG]  
Effect: Hurls a bolt of arcane energy at opponent.  
Type: Targeted

**Strengthen Door**

Incantation: Sanct Jux [SJ]  
Effect: Spikes a door.  
Type: Permanent

*The 4th Circle***Heal**

Incantation: In Mani [IM]  
Effect: Heals you of grievous wounds.  
Type: Permanent

**Levitate**

Incantation: Hur Por [HP]  
Effect: Briefly allows you to rise vertically into the air.  
Type: Duration

**Poison**

Incantation: Nox Mani [NM]  
Effect: Poisons opponent with toxic venom.  
Type: Permanent

**Remove Trap**

Incantation: An Jux [AJ]  
Effect: Negates the targeted snare.  
Type: Targeted

**Resist Fire**

Incantation: Sanct Flam [SF]  
Effect: Briefly grants a partial resistance to damage from flame.  
Type: Duration

*The 5th Circle***Fireball**

Incantation: Por Flam [PF]  
Effect: Hurls a mighty flaming missile at opponent.  
Type: Targeted

**Name Enchantment**

Incantation: Ort Wis Ylem [OWY]  
Effect: Reveals the true nature of the object on which the spell is cast.  
Type: Permanent

**Open**

Incantation: Ex Ylem [EY]  
Effect: Unlocks a locked door or chest.  
Type: Permanent

**Missile Protection**

Incantation: Grav Sanct Por [GSP]  
Effect: Makes one invulnerable to missiles.  
Type: Duration

**Cure Poison**

Incantation: An Nox [AN]  
Effect: Acts as an antidote to any poison.  
Type: Permanent

*The 6th Circle***Daylight**

Incantation: Vas In Lor [VIL]  
Effect: Provides bright illumination for extended periods of time.  
Type: Duration

**Gate Travel**

Incantation: Vas Rel Por [VRP]  
Effect: Allows one to travel instantly to a Moonstone.  
Type: Instantaneous



**Paralyze**

Incantation: An Ex Por [AEP]  
 Effect: Prevents target from moving.  
 Type: Instantaneous

**Greater Heal**

Incantation: Vas In Mani [VIM]  
 Effect: Brings one back to one's original vigor (full vitality).  
 Type: Permanent

**Telekinesis**

Incantation: Ort Por Ylem [OPY]  
 Effect: Allows the caster to pick up a single item and use it from a distance.  
 Type: Duration

*The 7th Circle***Ally**

Incantation: In Mani Rel [IMR]  
 Effect: Causes the ensorcelled being to fight the last enemy he or she saw you attack.  
 Type: Permanent

**Fly**

Incantation: Vas Hur Por [VHP]  
 Effect: Allows caster to fly through the air for a time, and then glide gently to the ground.  
 Type: Duration

**Invisibility**

Incantation: Vas Sanct Lor [VSL]  
 Effect: Causes caster to become nearly impossible to see.  
 Type: Duration

**Confusion**

Incantation: Vas An Wis [VAW]  
 Effect: Causes foes to act as if drunk.  
 Type: Instantaneous

**Reveal**

Incantation: Ort An Quas [OAQ]  
 Effect: Reveals hidden objects and concealed exits from current location.  
 Type: Instantaneous

*The 8th Circle***Iron Flesh**

Incantation: In Vas Sanct [IVS]  
 Effect: Greatly increases resistance to damage.  
 Type: Duration

**Flame Wind**

Incantation: Flam Hur [FH]  
 Effect: Casts multiple flaming missiles into the area.  
 Type: Instantaneous

**Freeze Time**

Incantation: An Tym [AT]  
 Effect: Stops the flow of time for everything except for the caster.  
 Type: Duration

**Tremor**

Incantation: Vas Por Ylem [VPY]  
 Effect: Causes the ground to quake and rocks to burst.  
 Type: Instantaneous

**Roaming Sight**

Incantation: Ort Por Wis [OPW]  
 Effect: Allows one to see the world from a bird's-eye view.  
 Type: Duration

## 5. Skill List

### Acrobat

Definition: The ability to move with grace.  
 Function: Reduces damage taken from falls and collisions.  
 Base Attribute: (DX)

### Appraise

Definition: Training in perceiving the value of goods.  
 Function: Aids you in correctly evaluating a deal offered in barter.  
 Base Attribute: (DX)

### Attack

Definition: Your general fighting ability.  
 Function: Increases your chance to hit when attacking.  
 Base Attribute: (ST)

### Axe

Definition: Training in the use of axes.  
 Function: Increases your ability to defend against attack and increases your chance to hit when attacking with any form of axe.  
 Base Attribute: (ST)

### Casting

Definition: The study of spells.  
 Function: Improves the likelihood of a spell being successfully cast.  
 Base Attribute: (IQ)

### Charm

Definition: Knack for making friends.  
 Function: Increases your chances of obtaining a good deal when bartering.  
 Base Attribute: (DX)

### Defense

Definition: Your ability to defend yourself in combat.  
 Function: Penalizes foes that are trying to strike you.  
 Base Attribute: (ST)

### Lore

Definition: The ability to correctly identify an item.  
 Function: Improves the accuracy of the information gained by "looking" at an object.  
 Base Attribute: (IQ)

### Mace

Definition: Training in the use of blunt weapons.  
 Function: Increases your ability to defend against attack and increases your chance of a hit when using a mace or cudgel.  
 Base Attribute: (ST)

### Mana

Definition: Your ability to manipulate magical energy.  
 Function: Increases your maximum number of Mana points.  
 Base Attribute: (IQ)

### Missile

Definition: Training in the use of missile weapons.  
 Function: Increases the damage you do in attacks using bows, crossbows, and slings.  
 Base Attribute: (ST)

### Picklock

Definition: The ability to use lock-picking tools.  
 Function: Increases your chances of successfully using a lockpick to open a locked door or chest.  
 Base Attribute: (DX)

### Repair

Definition: The ability to fix weapons and armor.  
 Function: Increases your chance of successfully using an anvil to repair items successfully.  
 Base Attribute: (DX)

### Search

Definition: Training that heightens one's perception.  
 Function: Increases your chance of detecting hidden doors and traps. This skill is applied automatically whenever you "Look" at something.  
 Base Attribute: (DX)



**Sneak**

Definition: The ability to move quietly.  
Function: Automatically reduces the amount of noise you make, making it less likely that creatures will notice you.

Base Attribute: (DX)

**Swimming**

Definition: Training in endurance swimming.  
Function: Postpones drowning.

Base Attribute: (DX)

**Sword**

Definition: Training in swordsmanship.  
Function: Increases your chance of defending against attack and increases your chance of a hit when striking with swords and daggers.

Base Attribute: (ST)

**Track**

Definition: The ability to perceive animal tracks.  
Function: Tells you when creatures are near.

Base Attribute: (DX)

**Traps**

Definition: The ability to render a trap harmless.  
Function: Automatically disarms traps you find.

Base Attribute: (DX)

**Unarmed**

Definition: Training in unarmed combat.  
Function: Increases your chance of a hit and increases your ability to damage when attacking with only your fist.

Base Attribute: (ST)

## 6. Warranty Information and Technical Support

### ZIOSoft Limited Warranty

ZIOSoft, Inc. (ZIO) warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. ZIOSoft is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, ZIOSoft agrees to repair or replace the product at its option, free of charge.

This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

### Limitations

This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate ZIOSoft. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to a 90-day period described above. In no event will ZIOSoft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of this ZIOSoft software.

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### Returns\* Within the 90-day Warranty Period

Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing, including your name, address, and phone number to the address below. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

We recommend sending your product to us using a traceable delivery method. ZIOSoft is not responsible for software not in its possession.

\*Returns are for repair and replacement only. This service will be performed based on the ZIOSoft Limited Warranty and Limitations described above.



### Returns\* After the 90-day Warranty Period

Please return the product along with a check or money order for \$5.00 made payable to ZIOSoft, a brief description of the difficulty you are experiencing, including your name, address, and phone number to the address below.

We recommend sending your product to us using a traceable delivery method. ZIOSoft is not responsible for software not in its possession.

\*Returns are for repair and replacement only. This service will be performed based on the ZIOSoft Limited Warranty and Limitations described above.

### ZIOSoft Customer Warranty Address

ZIOSoft Customer Warranty Dept., 18625 Sutter Blvd, Ste. 200, Morgan Hill, CA 95037

### Tech Support

For tech support, please e-mail us at support@ziosoft.com or call 408-778-6500.

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### Credits

#### Programmers

Yonghui Lee, Youngha Ahn

#### Game Graphics

Jongkeun Park

#### Music

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#### QA Engineer

MJ Gravina

#### Cover Artist

Denis Loubet

#### Graphic Designer

Leah Farley (package, manual, and CD)

#### Writers

Brad Freeman, Dan Schmidt (game), W.G. Armintrout (manuals)

#### Manual Editing and Production

MJ Gravina, Leah Farley, Jay Miller

#### Technical Advisory

Paul Neurath

#### Graphics Programmer

Doug Bauer

#### Origin Testing

Amy Sage

#### Special Thanks

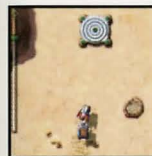
Paul Neurath, Doug Bauer, Amy Sage, FloodGate Entertainment



## Notes

## Products by Z!O

## Screenshot



## Game Description

**Tiger Woods PGA TOUR® Golf**

Don't be fooled by the alluring beauty of Badlands Golf Club™ and The Las Vegas Country Club. They'll soon show you their teeth! Rated E (Everyone) by the ESRB.

*Available Now!*

**Espresso Run™**

As a Java Jockey in the 23rd century, it is your job to assist the colonists of distant planets by delivering fresh coffee to their outposts. Rated E (Everyone) by the ESRB.

*Available Now!*

**Tennis Addict™**

An intuitive interface and realistic ball physics make Tennis Addict easy to play, even for beginners. Compare your scores with other players on the Internet. Rated E (Everyone) by the ESRB.

*Coming Soon*

**Need for Speed™ High Stakes**

Push yourself to the limit and beyond! Customize your dream car and compete for the ultimate trophy: Your opponent's pink slip. Rated E (Everyone) by the ESRB.

*Coming Soon*

**SimCity 2000™**

Create your dream city from the ground up or become the master of existing cities. Rated E (Everyone) by the ESRB.

*Available Now!*

## Platform

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**Race for your opponent's pink slip!**

# RISK IT ALL TO WIN



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